**Connect Nodes at Same Level**

void connectNodes(BinaryTreeNode<int> \*root)

{

if (!root)

return;

queue<BinaryTreeNode<int> \*> nodeQueue;

nodeQueue.push(root);

while (!nodeQueue.empty())

{

    int levelSize = nodeQueue.size();

    while (levelSize--)

    {

        BinaryTreeNode<int> \*currNode = nodeQueue.front();

        nodeQueue.pop();

        if (levelSize > 0)

            currNode->next = nodeQueue.front();

        if (currNode->left)

            nodeQueue.push(currNode->left);

        if (currNode->right)

            nodeQueue.push(currNode->right);

    }

}

}